

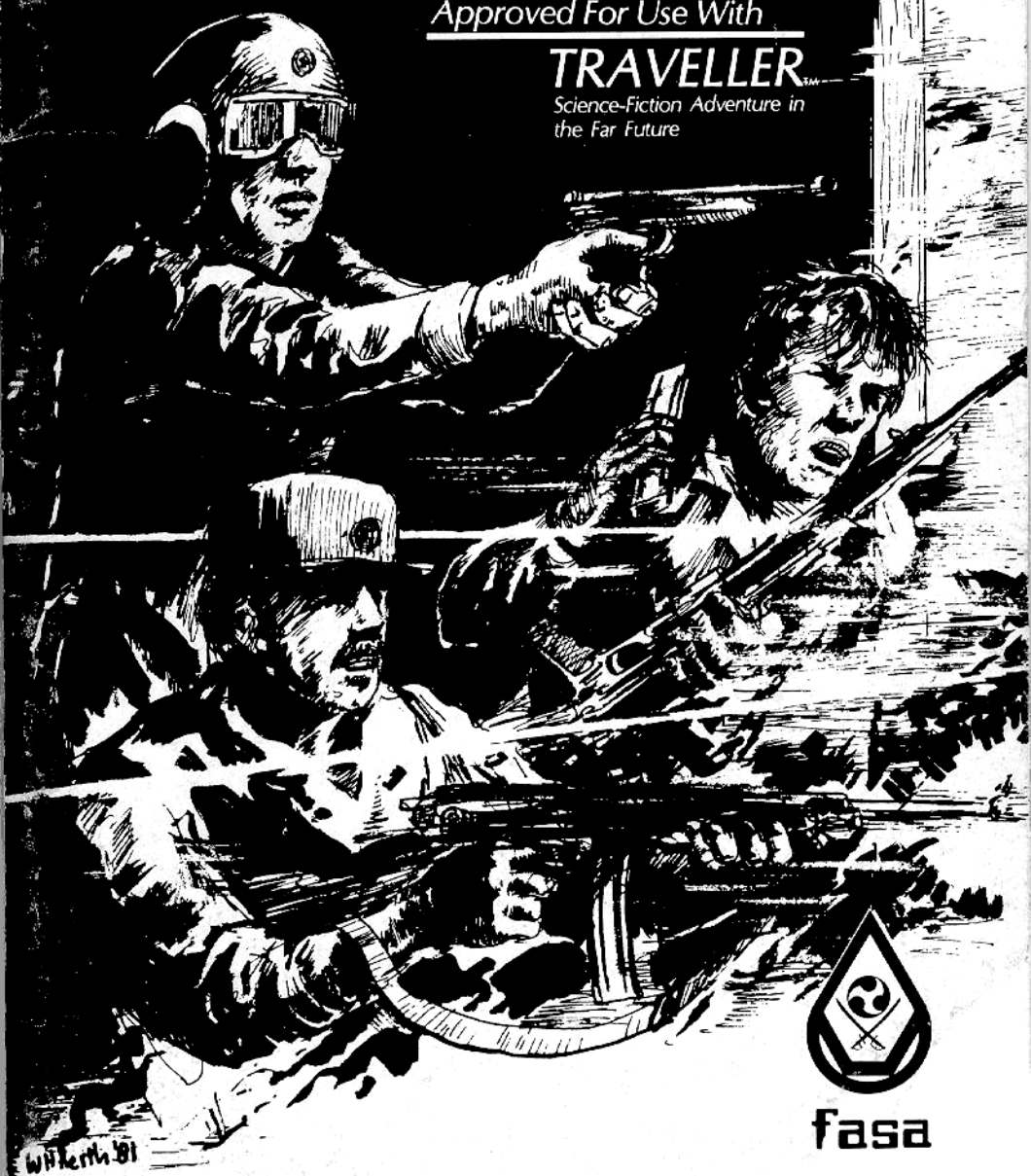
# HIGH PASSAGE

A Ticket To Traveller Adventure

Approved For Use With

**TRAVELLER**

Science-Fiction Adventure in  
the Far Future



**fasa**

# **HIGH PASSAGE**

**A Ticket To Traveller Adventure**



**fasa**

The cover depicts a group of pirates attacking the Tama facility.

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# Briefing: From The Editors

Greetings —

As you may have noticed, High Passage has undergone several changes since issue number one. The first change is in the price.

High Passage now costs \$4.50 for each postpaid copy. This is due to printing costs that were much more than we had anticipated. The extra dollar will allow us to present more artwork and graphics, as well as covering higher postage rates. We feel it is worth the higher, although still competitive, price to continue our play-aid type format. No more price changes are foreseen for the near future.

This issue we welcome aboard the fine folks from FASA, whose Traveller products are among the best. Their marketing skills should help make High Passage more available to a larger audience.

For many reasons, we are **no longer accepting subscriptions**, although we will continue to honor those that we had received before June 23rd. Sorry for the inconvenience caused all those who tried to subscribe after that date. We thank you for your support.

This issue also begins our, hopefully long, relationship with the talented artist William H. Keith. His Traveller artwork has appeared in several issues of the Journal of the Traveller's Aid Society, in some of the later GDW Traveller products and on FASA materials.

We would appreciate any comments or suggestions you have concerning High Passage. Honest critiques will allow us to see exactly what our readers want.

Finally, all editorial comments should be sent to:

**High Passage Group, 8805 S. Central Ave., Oak Lawn, IL 60453.** All other correspondence and all orders should be addressed to:

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## FEATURE ADVENTURE

# Introduction

---

**Date:** 220-1107

**Location:** Ehart/So Skire, The Old Expanses, The Imperium

This adventure involves the crew of the pirate corsair Iron Hand who are hired, indirectly, to steal a new high-performance fighter being developed for the Imperium. In the course of play, the adventurers will be required to travel to several planets in the So Skire subsector. The referee should, of course, read through the entire adventure and should also be well acquainted with the Traveller rules and universe.

Required materials for this adventure are **Basic Traveller**, **Mercenary** and possibly **High Guard**, as well as paper, pencils and six-sided dice. Information vital to this adventure, such as deck plans of the corsair, a map of the So Skire subsector, a complete description of the helicopter gunship and information on the Grav APC, are included in other sections of this publication.

## USING THIS ADVENTURE

To conduct this adventure properly, the players must assume the roles of crewmembers aboard a pirate corsair and, as such, should attempt to act in a manner befitting the pirate tradition.

This adventure is not written to be used specifically in an on-going campaign, although an imaginative referee will be able to adjust the circumstances to conform with his existing campaign. Instead, this situation may be used as a basis for beginning a campaign in which the players are portraying pirate and other illegal-type characters. Alternately, it can be used solely for a single evening's entertainment.

## CHARACTERS

**Desirable Skills:** Each character must have the required skills to enable him to fill a position aboard the corsair. It is strongly suggested that players who wish to roll their own characters use the pirate generation tables in Supplement 4, **Citizens of the Imperium**, or use Naval characters.

**Pre-Generated Characters:** An ideal group of eight pre-generated characters is provided below, although the referee may allow other characters instead. Depending on the number of players, the referee may be required to manipulate a certain number of nonplayer characters. Although the referee may choose to simply omit the characters provided (or alter them), which consequently could leave gaps in the crew, each pre-generated character is provided with a brief description of generalized personality traits to assist the referee in administering the nonplayer characters.

- 1 **Pirate Leader** 486BC8 Age 46 7 Terms Cr150,000  
 Brawling-3, Autorifle-2, Dagger-1, Pilot-3 Autorifle, Corsair  
 Position: owner/pilot  
 Selgar Damrosch is well respected by his pirate associates but is reputed to be a strict disciplinarian.
- 2 **Pirate Lieutenant** 5B5A89 Age 46 7 Terms Cr0  
 Navigation-4, Pilot-2, Brawling-1, Gambling-1, Laser Rifle-2  
 Position: navigator/first officer  
 Hobba Jo Blezak is a capable 1st officer, although he resents not being in command of his own ship.
- 3 **Pirate Lieutenant** B7B877 Age 42 6 Terms Cr10,000  
 Engineering-4, Brawling-3, Pilot-1, SMG-1 SMG  
 Position: chief engineer  
 Darian Ying has an extremely short temper and becomes quite violent when provoked.
- 4 **Pirate Sergeant** 7C6A34 Age 38 5 Terms Cr2,000  
 Engineering-2, Gambling-3, Brawling-1, Autorifle-2, Vacc-1, FGMP-15-0  
 Position: engineer  
 Rowland Arian will try to hustle anyone he can into a game of cards, sometimes neglecting his duties to do so.
- 5 **Pirate** 475489 Age 30 3 Terms Cr3,000  
 Brawling-2, Forgery-1, Dagger-1, Engineering-1 Dagger  
 Position: engineer  
 Thelma Ytsan is a close friend of the chief engineer, appearing friendly and outgoing toward everyone she meets.
- 6 **Pirate Sergeant** 8AAB79 Age 30 3 Terms Cr100,000  
 Autorifle-3, Gunnery-1, Brawling-1, Vacc-1, Streetwise-2, Medic-0  
 Position: medic/gunner  
 Claren Val has always dreamed of joining a mercenary unit. She acts secretive, as though she is hiding something.
- 7 **Pirate Leader** 558C99 Age 38 5 Terms Cr110,000  
 Leader-4, Pilot-1, Tactics-1, Gunnery-2, Vacc-1, Brawling-1, Autorifle-2  
 Position: gunner  
 Taylor Morrison is dependable and loyal but will not accept a position of authority for any long period of time.
- 8 **Pirate** 876A7B Age 30 3 Terms Cr50,000  
 Brawling-1, Gunnery-1, SMG-1, RAM GL-0 SMG  
 Position: gunner  
 Dick Shaun Neary drinks expensive alcoholic beverages in large quantities. He also enjoys being in combat situations.



# Mission Offered

A trend has started in this area of the Imperium; pirates operating out of Pirate's Haven are becoming increasingly organized, developing a system whereby competition between pirates is reduced. Pirate captains restrict themselves to specific trade lanes on a voluntary basis, then meet informally at Pirate's Haven to discuss their operations. In this manner, communications between pirates has improved dramatically, and information about specific patrons can quickly be transmitted to the nearest or most able crew. Through this network of pirates, the crew of the **Iron Hand** has been contacted by someone who desires their services.

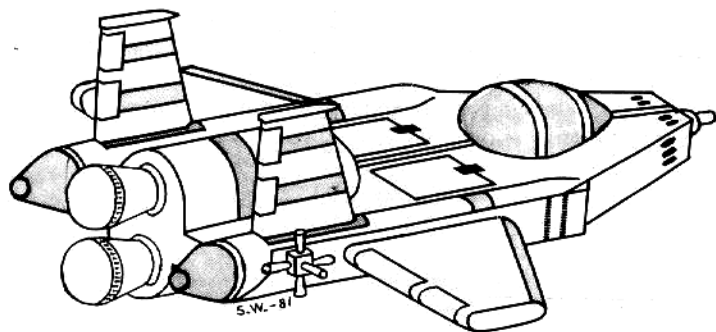
## THE PLOT

A man who says that he represents the Solomani Rebels is willing to pay CR6 million up front and CR6 million after successful completion if the task is accepted.

He wants the crew to break into the DDD&S test facilities on Tama/Skire and "appropriate" the newly developed FZ-72 Cobra high-performance fighter. He provides a layout of the facility and a sketch of the fighter and says,

*The timing is critical. The FZ-72 Cobra will be at the testing facility for only a couple of weeks. With all of the pirate activity in the area nobody will think anything strange about the ship, carrying the two grav gun platforms destined for the Tama facility, being designated 'late or missing'. The testing facility has thus been left lightly protected while the new fighter is there. Now is the time to strike and take Cobra from under their noses. But be careful. The DDD&S has hired a team of AK Mercenaries to act as a security force for the project.*

The fighter is to be delivered, fully intact, to the Rebel base on Bordelon/Skire, outside of the Imperial borders.



# Referee's Information

## THE PLOT THICKENS

" . . . We must never let it be forgotten who it was that took freedom and independence away from our people. Someday, I promise, we will return to retake what is ours." — **Admiral Russel E. Hinge's final official message to his fleet, Solomani Rim War.**

The players have, in fact, been contacted by Eugene F. Hinge, president of Stone Dockyards. Hinge is a secret supporter and financial backer of the Solomani Rebels and the Solomani Party on several planets.

His grandfather, Russell "Rusty" Hinge was a rebel admiral in the Solomani Rim War (990-1002) and an avowed Solomani supremacist. A native of Terra, he was a career officer in the space navy. The Hinge family accumulated their wealth through a lucrative shipbuilding operation established in the Terran system. Huge profits were gained through increased sales in the period before and during the Rim War.

When Terra finally fell, Russell Hinge managed to escape only hours before the invasion force took the Solomani homeworld. Fleeing to the trailing regions of the Imperium, he became a self-proclaimed exile from the Imperium to avoid capture.

After the major hostilities had settled down, Rusty and his son Rutherford set up Stone Dockyards on Adrian/Nicosia in 1011, using the family funds. The company grew marginally, even with Russell's experience in ship manufacture, but when Eugene finally took over as president, Stone Dockyards was in financial trouble. Eugene brought the company back to stability by convincing subsector, sector and Imperial officials to award Stone several large contracts.

Eugene, now aging rapidly, wishes the fighter stolen because he fears the DDD&S bid for the latest Imperial Navy fighter contract will be accepted over his own design. Two reasons prevail as to why Eugene Hinge made the choice to take illegal actions. First, Stone Dockyards has been losing money recently, probably due to Eugene's mismanaged funds, and needs the multi-billion credit contract to save the company. If DDD&S can be delayed in their development program, not only would DDD&S lose money, but they may also lose the contract outright.

Secondly, the far superior experimental computer in DDD&S's fighter could easily be modified and presented as Stone's own design. To avert suspicion, Eugene has already made announcements that Stone has successfully completed the development of an advanced combat computer, soon to go into production. The DDD&S project is supposed to be secret, so as yet they have made no public statements referring to their computer.

## THE FIGHTER

The FZ-72 Cobra is DDD&S's entry in the competitive bidding for the latest Imperial Navy fighter contract. The design is still undergoing vigorous testing, but no major problems have arisen and approval for full scale production is expected sometime this year.

The Cobra is a large, high performance fighter incorporating several unusual features. The most readily apparent difference between it and most standard fighters is the installation of two air-breathing turbofan jet engines. These engines, combined with additional control surfaces, provide for very efficient operation within planetary atmospheres, making the Cobra an admirable aircraft, as well as a formidable combat spacecraft. Its maneuver-six capability and numerous reaction-control thrusters help make the Cobra a nimble fighter, possessing an agility rating of five.

Perhaps the most valuable aspect of this design lies within its computer system. The Cobra employs a revolutionary new combat computer that is in the final stages of development. The computer used is an upgraded Model/2 which has undergone drastic alterations and improvements in order to keep energy consumption as low as possible. Its added capacity and versatility allow the pilot to singlehandedly target and fire, with great accuracy, both weapon systems carried aboard. These modifications provide the combat modifiers of a model/3. Even without the benefit of a bridge, the computer still operates as a Model/2.

The Cobra's armament consists of two separate offensive weapon systems. The primary weapon is a TL-15 fusion gun that has been proven successful on previous DDD&S designs. This fusion gun has a USP code rating of five and is very reliable under combat conditions. The secondary weapon system has been supplied by Naval Armaments Systems, Inc., a subcontractor to DDD&S. It consists of a missile rack capable of accommodating two missiles, which are considered to be two separate batteries. Both nuclear and HE missiles can be launched from the Cobra's rack.

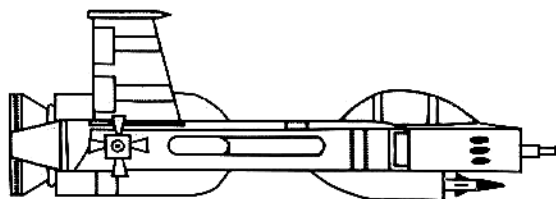
#### High Guard 2 Statistics:

FZ 72 Cobra FZ-0106F21-000000-05002-0 MCr27.2 20 tons

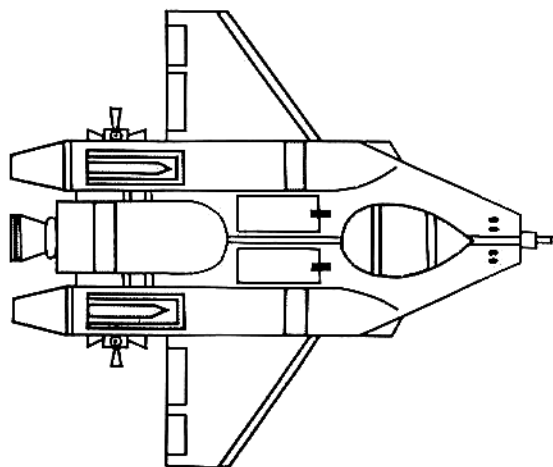
batteries bearing	1	2	Crew = 1.
batteries	1	2	TL = 15.

Passengers = 00. Cargo = 00. Fuel = 5.1. EP = 3. Agility = 5.





FZ-72 Cobra



## EQUIPMENT

Referees using an on-going campaign should alter the ship's locker accordingly. Players should be allowed 10 to 15 minutes to purchase their equipment, with little restriction.

**The Pirate Corsair:** Complete details of the corsair **Iron Hand** can be found in the Starship Files section. The **Iron Hand** is currently operating as a commerce raider in the So Skire subsector and has connections with a loose organization of pirates based in the region of the Sarid subsector known as Pirate's Haven. Modifications include a fitted Grav APC compartment in the cargo bay, limited streamlining to allow skimming of a gas giant and armament consisting of three triple beam laser turrets.

**Ship's Locker:** Eight **Vacc Suits**, each with oxygen for eight hours, and medium range communications gear.

Six **Automatic Rifles**, each with ten loaded magazines.

Six **Submachine Guns**, each with ten loaded magazines.

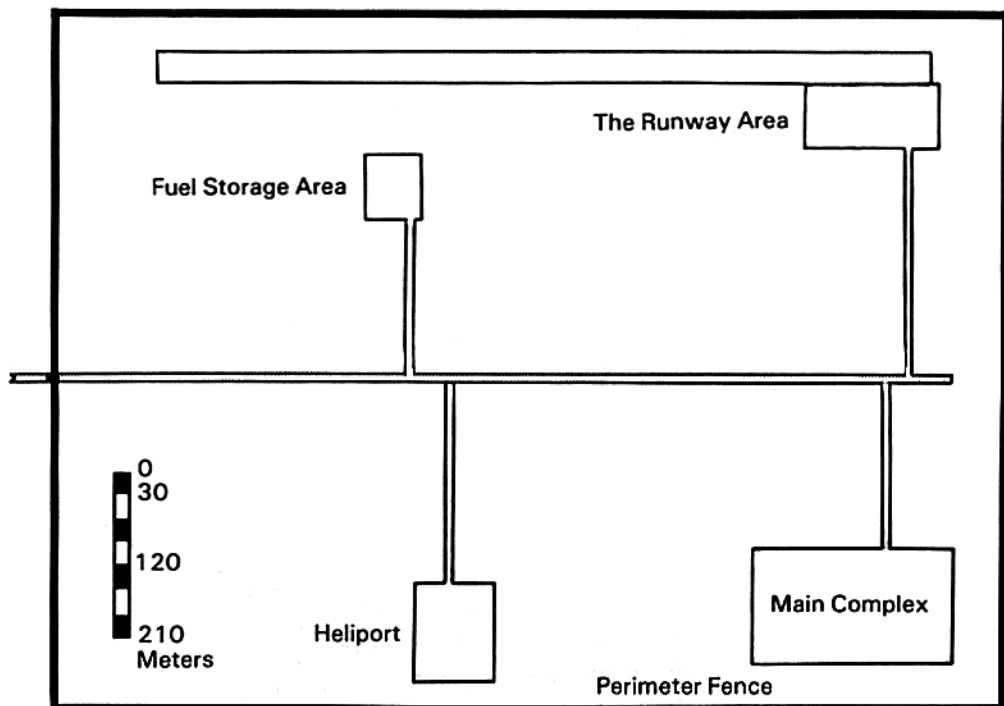
Two **Laser Rifles**, each with one power pack.

One **RAM Grenade Launcher**, with ten loaded magazines.

One **FGMP-15**, with one power pack.

Ten **Cutlasses**, each with belt and scabbard.

Eight **Daggers**, each with a boot sheath.



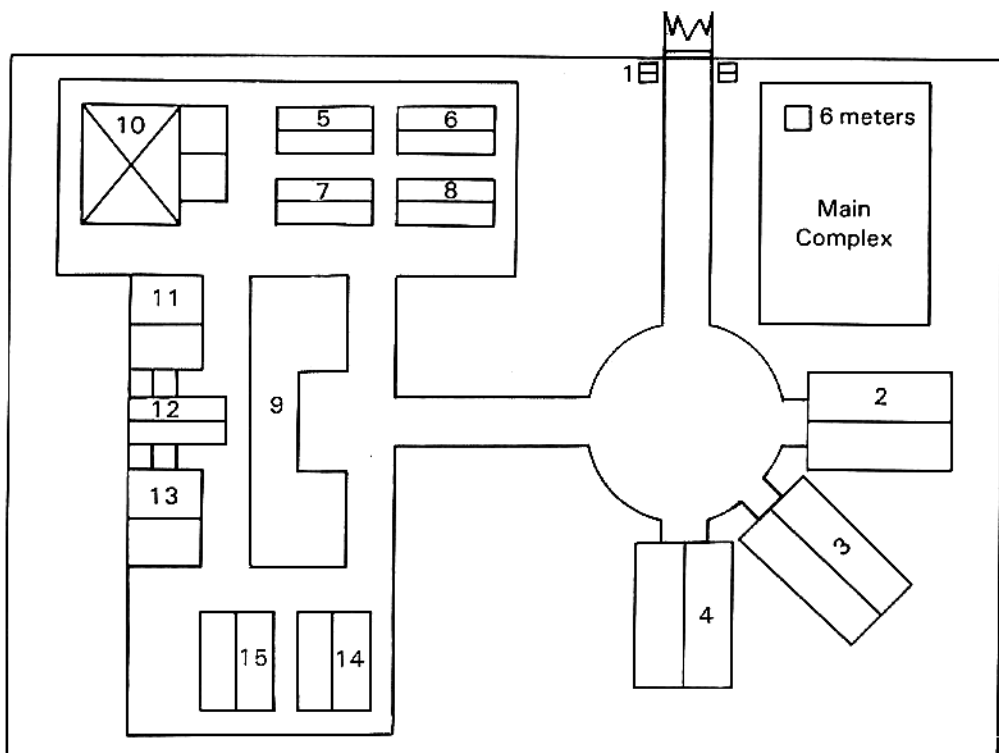
## THE TEST FACILITY

The entire facility is surrounded by a chain-link fence, five meters high, with the last meter made of barbed wire. Inside the fence, the terrain consists of flat land covered with short grass, in contrast to the tall grass outside.

A well-worn dirt path follows along the inside of the facility's perimeter, caused by the jeep security patrols making their rounds.

At the midpoint of the southernmost fence is a guardhouse, located to keep watch on the main gate. Leading northward from the main gate is a paved road that allows vehicular access to the various areas of the complex.





## Main Complex

This area houses the main hangars, administrative offices and living facilities where a majority of the base's activity takes place. It is surrounded by a fence similar to the one around the entire facility.

**1. Entrance Gate.** Protected by two small guard houses, each with an LMG mount, a spotlight and closed communication equipment.

**2. Hangar.** Two-story-tall, one-room building where the fighter is stored. Much test, repair and refuelling equipment is arranged about the interior. A large overhead crane, operated by controls on the east wall, is suspended from the ceiling.

**3. Hangar.** Similar to number 2, except there is no fighter.

**4. Hangar.** Similar in construction to the other hangars, except that the interior is completely empty and dark.

**5-8. Living Quarters.** Each of these one-story buildings can accommodate, comfortably, up to 15 occupants. The modestly furnished apartments have their own adjoining shower and toilet conveniences, as well as a window.

**9. Commissary.** Large cafeteria, seating up to 50 people, with an adjoining, pleasantly furnished recreation area.

**10. Shops.** Several types of workshops are housed in this one-floor complex. These include complete electronic, metal and woodworking equipment.

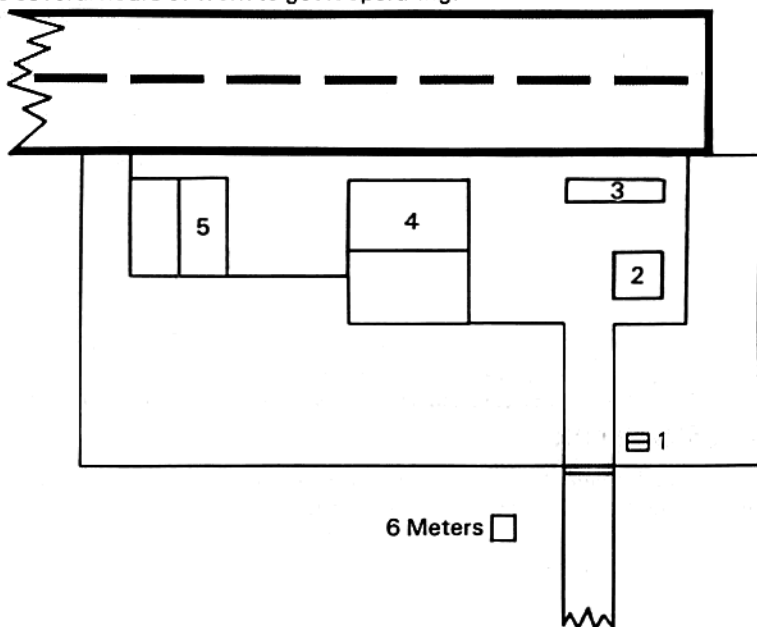
**11. Offices.** Minor administrative records are stored in files and in a computer. Joined to location 12 by an enclosed corridor.

**12. Administration Building.** The activities of the facility, including security and management, are supervised from this two-story office building. Joined to locations 11 and 13 by an enclosed corridor.

**13. Research Offices.** The technical design and testing data is worked on, stored and analyzed here. Joined to location 12 by an enclosed corridor.

**14. Vehicle Storage Garage.** Stored in here are three jeeps each equipped with an LMG and a spotlight, one standard jeep, two Air/Rafts and two heavy trucks.

**15. Warehouse.** Spare parts, food and two fork-lift tractors are neatly stored in this building. An emergency generator is also present, but it would take several hours of work to get it operating.



## Runway Area

These flight-support buildings are surrounded by a security fence much the same as the main perimeter fence.

**1. Entrance Gate.** Protected by a small guard house outfitted with an LMG, a spotlight and a closed communication system.

**2. Control Tower.** This 15-meter-tall tower houses the navigation, radar and communication gear used to manage flights.

**3. Observation Lounge.** Used to observe flight operations.

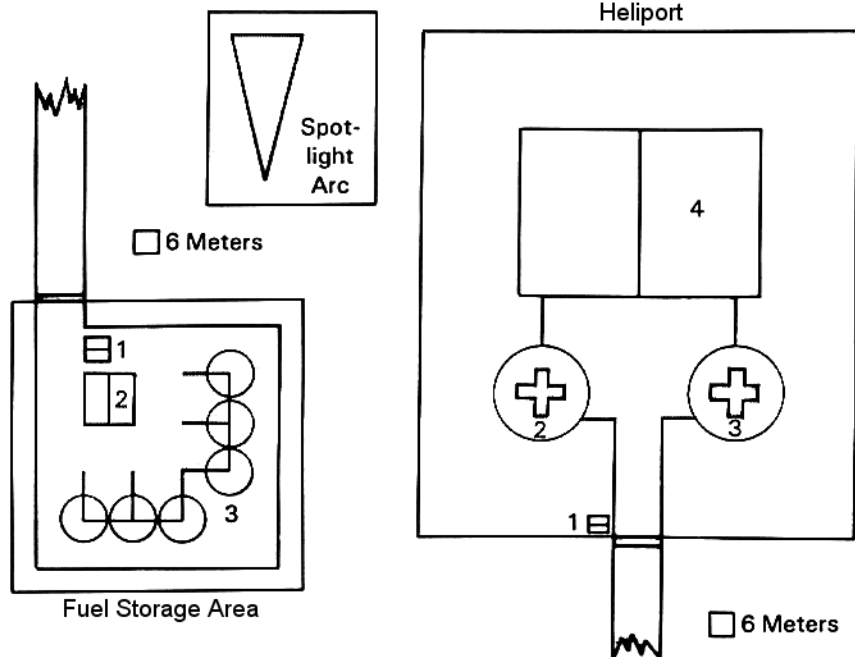
**4. Hangar.** Two-story, one-room building used to house the fighter when minor adjustments or repairs need to be done during testing.

**5. Emergency Vehicle Garage.** Building used to store two foam-laying trucks, two towing vehicles, a jeep and a fuel truck.

## Heliport

**1. Entrance Gate.** Protected by a small guard house outfitted with an LMG, a spotlight and a closed communication system.

**2-3. Helicopter Landing Pads.** Each can accommodate one large helicopter.



**4. Hangar.** Large building used to store the two helicopter gunships and a support tractor. Some maintenance facilities are present, as well as a lounge for crews on stand-by. Previously used to store a pair of grav gun platforms.

## Fuel Storage Area

**1. Entrance Gate.** Protected by a small guard house outfitted with an LMG, a spotlight and a closed communication system.

**2. Generator.** This high-efficiency fuel cell arrangement supplies the entire facility with power. Could be quite vulnerable to sabotage.

**3. Fuel Storage Tanks.** Six 15-ton tanks used to store the fighter and vehicular high-grade fuel supply. A majority of the tank area is under the surface.

## PERSONNEL

The following is a listing of all the personnel at the test facility. Each one is assigned a number, followed by (in order) position, UPP, combat skills, pilot skill, and the type of armor usually worn. Personnel on duty have with them, in addition to their armor, all personal weapons in which they are skilled. Generally, all armed nonplayer characters carry three loaded magazines for each firearm. All personnel who do not have weapon skills are unarmed and unarmored at all times.

1. Mercenary Squad Leader	568B67	ACR-2, Revolver-2, cloth
2. Ass't. Squad Leader	45765C	Assault Rifle-3, Revolver-2, Dagger-1, cloth
3. Mercenary	B93ABC	SMG-2, cloth
4. Mercenary	A86958	ACR-2, Sword-2, cloth



5. Mercenary	895677	SMG-1, Auto Pistol-1, cloth
6. Mercenary	66B694	SMG-4, Auto Pistol-1, cloth
7. Mercenary	84786A	Shotgun-2, Sword-1, cloth
8. Mercenary	885977	Assault Rifle-2, Auto Pistol-2, cloth
9. Security Coordinator	69B8B4	Auto Pistol-4, Carbine-1, cloth
10. Security Guard	593BAA	Auto Pistol-2, LMG-2, cloth
11. Security Guard	284B74	Auto Pistol-1, Auto Rifle-3, cloth
12. Security Guard	A755B3	Auto Pistol-2, Auto Rifle-2, cloth
13. Security Guard	886687	Auto Pistol-2, LMG-2, cloth
14. Naval Officer	654488	Cutlass-3, Snub Pistol-2, none
15. Marine Sergeant	898969	ACR-3, Cutlass-1, cloth
16. Marine	AA9898	ACR-1, Cutlass-1, cloth
17. Marine	B4B978	ACR-2, Cutlass-1, cloth
18. Marine	959B7A	ACR-1, Cutlass-1, cloth
19. JSB Security Advisor	99A798	Gauss Rifle-2, Snub Pistol-3, combat armor
20. Gunship Pilot	464763	Revolver-1, Helicopter-4, jack
21. Gunship Gunner	698355	LMG-3, Revolver-2, flak jacket
22. Gunship Pilot	B7673B	Revolver-1, Helicopter-2, jack
23. Gunship Gunner	75A769	LMG-2, Revolver-1, Blade-2, flak jacket
24. Facility Director	348A88	Body Pistol-3, jack
25. Test Pilot	8A6985	Auto Pistol-1, Pilot-3, jack
26. Test Pilot	687978	Auto Pistol-2, Pilot-4, jack
27. Administrator	867537	
28. Administrator	6B89B6	
29. Administrator	32976C	
30. Administrator	8577CB	
31. Administrator	7646B3	
32. Technician	BA5765	
33. Technician	11377C	
34. Technician	5789BC	
35. Technician	686795	
36. Technician	4376BC	
37. Mechanic	6B8876	
38. Mechanic	BAD666	
39. Mechanic	357262	
40. Mechanic	784379	
41. Mechanic	6B87C7	

## Duty Roster / Daily Schedule

**Explanation:** To understand the duty roster, refer to the following abbreviations. **MC** = Main Complex; **R** = Runway Area; **H** = Heliport; **MG** = Main Gate; **PP** = Perimeter Patrol. The hours are watches corresponding to the standard 24-hour clock. The numbers down the left-hand margin correspond to the numbers assigned on the personnel listing. Off-duty personnel are considered to be sleeping. **Jeep**, **helo** and **fly** refer to crews being in jeeps, helicopters or flying the fighter. The last line on the table indicates where the fighter will be at any given time.

**Example:**

0001 - 0800	0801 - 1600	1601 - 2400
1 off duty MC-5	on duty R-1	on call MC-9

From midnight to 8 a.m. the mercenary squad leader is sleeping in his quarters in the main complex, building 5. From 8 a.m. to 4 p.m. he is on duty at the runway entrance gate guardhouse. He is on call, in case of an emergency, at the commissary lounge for the remainder of the day.

**Note:** This is a simplified system that does not take into account such things as time off, visiting personnel, schedule changes or people not showing up for duty, etc. Referees who wish to may make any changes or variations they feel necessary.

0001 - 0800	0801 - 1600	1601 - 2400
1 off duty MC-5	on duty R-1	on call MC-9
2 on call MC-9	off duty MC-5	on duty MC-1
3 off duty MC-5	on duty R-1	on call MC-9
4 on call MC-9	off duty MC-5	on duty MG
5 on call MC-9	off duty MC-5	on duty MG
6 on duty MC-1	on call MC-9	off duty MC-5
7 on duty MG	on call MC-9	off duty MC-5
8 on duty MG	on call MC-9	off duty MC-5
9 off duty MC-6	on duty MG	on call MC-9
10 on duty PP jeep	on call MC-9	off duty MC-6
11 on call MC-9	off duty MC-6	on duty PP jeep
12 on duty PP jeep	on call MC-9	off duty MC-6
13 on call MC-9	off duty MC-6	on duty PP jeep
14 off duty MC-6	on duty R-2	on call MC-12 or MC-9
15 on duty MC-2	on call MC-9	off duty MC-6
16 on duty MC-2	on call MC-9	off duty MC-6
17 on call MC-9	off duty MC-6	on duty MC-2
18 on call MC-9	off duty MC-6	on duty MC-2
19 off duty MC-6	on duty MC-12	on call MC-12 or MC-9
20 off duty MC-7	on duty PP helo	on call H-4
21 off duty MC-7	on duty PP helo	on call H-4
22 off duty MC-7	on duty PP helo	on call H-4
23 off duty MC-7	on duty PP helo	on call H-4
24 off duty MC-8	on duty R-2	on call MC-12 or MC-9
25 off duty MC-7	on duty R-2 fly	on call MC-9

26	off duty	MC-7	on duty	R-2 fly	on call	MC-9
27	off duty	MC-8	on duty	MC-11	on call	MC-9
28	off duty	MC-8	on duty	MC-11	on call	MC-9
29	off duty	MC-8	on duty	MC-12	on call	MC-9
30	off duty	MC-8	on duty	MC-12	on call	MC-9
31	off duty	MC-8	on duty	MC-12	on call	MC-9
32	off duty	MC-8	on duty	R-2	on call	MC-9
33	off duty	MC-8	on duty	R-2	on call	MC-9
34	off duty	MC-8	on duty	R-2	on call	MC-9
35	on duty	MC-2	on call	MC-9	off duty	MC-8
36	on call	MC-9	off duty	MC-8	on duty	MC-2
37	on duty	MC-2	on call	MC-9	off duty	MC-7
38	on duty	MC-2	on call	MC-9	off duty	MC-7
39	off duty	MC-7	on duty	R-4	on call	MC-9
40	off duty	MC-7	on duty	R-4	on call	MC-9
41	on call	MC-9	off duty	MC-7	on duty	MC-2
	fighter at	MC-2	fighter at	R or fly	fighter at	MC-2

15mm MINIATURES FOR

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# Rumors

## WORLD RUMORS

As the crew travels between worlds, information is generally available on each planet visited in the form of rumors. If a planet is not listed here, there is no specific information of interest.

**Barlow (0304-C687577-8).** A large Naval task force has recently arrived insystem and is rumored to be part of the strike force headed for Pirate's Haven.

**Bonham (0306-E8968A9-3).** Naval Armaments Systems, Inc. has a restricted-access missile-firing range here. Personnel at the starport have heard that the missiles being tested are to be used on a newly designed fighter.

**Bordelon. (0710-E341669-2).** Local inhabitants actively voice their hate for the Imperium, yet when asked they can give no sensible reason behind their contempt. The people are also indifferent to the fact that Bordelon's government is administered by the Solomani Party government from Patuxtant.

**Burbelson (0308-D648566-3).** Most offworlders encountered will complain that accurate news is scarce here, with the only reliable source being occasional reports from the Expenses News Service.

**Cobham (0205-A79A9D9-E).** The local population here is quite friendly and are very proud that their planet is clean despite the high amount of industrial activity.

**DiGriz. (0810-B689414-A).** Rumors have it that the Imperial Ministry of Justice Special Branch is planning a strike here to neutralize Solomani Rebel activity. The planet is loosely governed by Stone Dockyards.

**Dunbar (0406-C453579-6).** Just yesterday, explosions leveled the Scout base's fuel storage area. Several ships in the vicinity were damaged in the mysterious incident.

**Ehart (0104-C348102-9).** A 5,000 ton Greater Trader freighter is in orbit. Cargo handlers at the starport tell of a huge shipment of high-technology weapons on their way to Schotz, which is currently in a state of war that has temporarily changed its travel classification to amber.

**Khan. (0809-C634778-9).** The local inhabitants are quite suspicious of offworlders who leave the starport because they fear an Imperial takeover of their planet if the Imperium extends its borders.

**Khatru (0505-B548325-8).** The King Richard, a 5,000 ton Phoenix Enterprises Ltd. Luxury Liner, will be leaving here tomorrow carrying a group of Khatru's richest families, who are on their way to Peart.

**Mitmos (0407-B434576-A).** The starport bartender at the Golden Crevice tells of captured pirates being sent to the Imperial prison on Hell.

**Patuxtant. (0610-A597745-9).** Conversation with the local Solomani population gives travellers the impression that these people believe in Solomani racial superiority.

**Peart (0204-A565779-D).** A recent attempt on the life of Duke Neil of Peart has officially been blamed on Solomani Rebels, although local senti-

ment implies that the Duke of Galiano ordered the unsuccessful assassination to punish Duke Neil for showing too great an allegiance to the Emperor.

Pratt (0409-E877622-4). There is a class "C" starport under construction here, which will be used in conjunction with new trade lanes to transport the planet's rich agricultural surpluses.

Tama (0504-A867502-9). The starport bartender complains of some AK Mercenaries who recently wrecked his bar in a brawl with Imperial Marines.

## SPECIFIC RUMORS

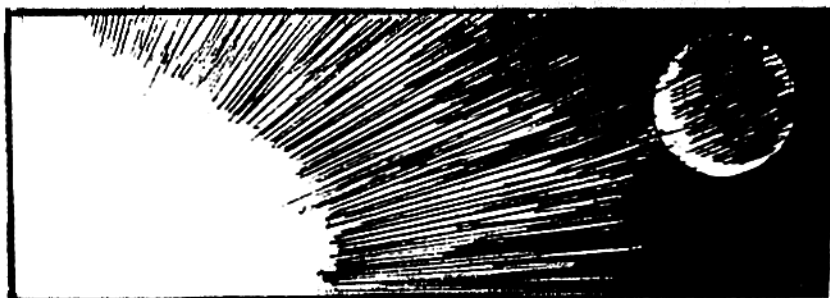
These rumors should be available only on Tama, as they pertain specifically to questions players will ask about the fighter and the DDD&S test facility on Tama. It is up to the individual referee to determine the availability of these rumors, remembering that characters with appropriate skills to deal with people will come by them easier.

**Starport:** A) Cargo handlers, if questioned, will say that last week they unloaded two helicopter gunships for delivery to DDD&S. B) A weapons importer remembers selling 3 or 4 light machine guns to some mercenaries. C) A starport administrator will give the exact location of the DDD&S facilities for Cr500.

**TAS Hotel:** A) An employee at the front desk states that an Imperial Naval officer had been staying here. B) His co-worker at the desk, for Cr1000, will inform the players that a JSB security consultant was also staying here. He will add that both have now moved into the DDD&S facilities. C) A local Army officer waiting in the lobby asks the players if they would be interested in buying a surplus helicopter from the Tama Army.

**Bar:** A) The same group of four marines have been coming to this bar nearly every other night. B) An Allied mercenary commander, if given a drink, will say that most mercenary security teams are squads of eight. C) It can be learned that most inhabitants of this planet are rural farmers, so therefore no government has even been desired.

**Shops:** A) A pet store owner informs the players that he sold 10 guard dogs to a man just a couple of days ago. B) A bookstore clerk is determined to sell all who enter a book about performing autopsies. C) A pizza delivery boy says that last night he delivered 16 large pizzas to two men in a jeep at the gate leading into the DDD&S facility.



# Library Data

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This information is available in the ship's computer aboard the **Iron Hand**, along with any other data the referee may wish to have available.

**AK Mercenary Corporation:** The AK Corporation is a major mercenary group operating in the Old Expanses. It was established by Aldis Kent in 1075 on his home world of Olxber/Srys. The AK Corporation has quickly attained a highly successful record and is well respected throughout the region.

AK maintains an active strength of 20,000 mercenaries equipped to TL-8+ and capable of providing their own air support missions. This force is presently engaged in fighting on Dho II's World/ Thoez Ennt in support of the current dictator.

The more common role of the AK Corporation is that of security and police actions. Small groups of men operating in cooperation with, or in place of, local police hired throughout the entire sector. The AK Corporation will accept any mission, though, with 50% required as a down payment and the balance to be paid upon successful completion.

Although AK mercenaries are generally equipped in the TL-8 to TL-12 range, it is not uncommon to see a small squad operating on commando missions with much more advanced equipment. These small squads are often referred to as "Ass Kickers," lending new meaning to the initials "AK."

The entire corporation is still owned by the now aging Aldis Kent and his immediate family, with investment opportunities limited to close friends of family.

**Corsair:** See the Starship Files section.

**Diversified Dynamics Design and Shipyards:** A large corporation to which is accredited the recent surge of economic growth and technological development in the Old Expanses. Established in 1058 by a group of business investors, DDD&S's main offices are located on the Expanses capital world of Galiano/Jayna. The corporation owns seven production divisions on Serpila/Quinoid and five on L'steich/Sarid which produce everything from small craft to large naval vessels. Dobbet/So Skire is the site of Diversified Dynamics Research, Inc. where many newly developed military products are tested.

DDD&S presently has thirty Buyer Information Centers located throughout the Expanses, where customers can review products and contract the building of ships.

Eight exploitation grants have been awarded to DDD&S for various purposes. Two of these are for exclusive mining rights in the asteroid belts of two stars in the Quinoid subsector.

**The Edge:** Slang term given to an area of space in the Ile subsector by the IISS. This area, along the trailing edge of the sector, is known to be the site of dozens of mysterious ship disappearances. Ships entering the square-parsec area are never heard from again. Rescue parties, task forces and even entire fleets have been lost in this manner.

The disappearances are not entirely a recent phenomenon. Old Solomani records show losses of ships over a millenia before the establishment of the Third Imperium.

No conclusive clue has ever been discovered that would explain the cause. Because the area has not been successfully mapped, the Imperium has not claimed the region; no one has.

The IISS has nicknamed the area "The Edge" because ships that enter the region seem to "fall off the edge of the universe" and are never heard from again.

Many expeditions, both government sponsored and private, have been lost in the past few hundred years. Every so often new interest in the area is sparked, ships are sent in, and are subsequently lost.

In recent years, Imperial funding for Edge expeditions has been cut and the IISS has turned to private sources for funding.

**Expanses News Service:** The ENS was established in 1004 by Erlin Bartow, an ex-Traveller's Aid Society journalist who became famous by covering the battles of the Solomani Rim War.

Recently, the ENS has grown to serve nearly every planet within the Old Expanses. The Traveller's Aid Society has a news exchange agreement with ENS.

The Expanses News Service operates booths at most A, B, and C star-ports, where information is transferred to computer tapes through a terminal. The fee for the constantly updated news and information is quite reasonable, usually being no more than Cr25. A network of ENS couriers keeps the data current. The tapes erase themselves if attempts are made to duplicate them. For those without a computer, the information may also be purchased to be displayed on the booth's display screen. Included in every terminal's memory is also a library program.

**Grav APC:** See the In Transit section.

**Grav Gun Platforms:** A general category of anti-grav powered armored fighting vehicles whose main purpose is to provide a mobile, airborne base for ground-attack weaponry. Uses include close ground-support and search-and-destroy missions. Typical armaments include Auto Grenade Launchers, VRF Gauss Guns, Auto-Cannons, Machine Guns, Rockets, Napalm and missiles, as well as advanced battlefield electronic equipment.

**Greater Traders:** Greater Traders is the oldest and most established shipping line operating in the Old Expanses. Founded in 1015 by Anson Barnett under the name of Barnett Freight Lines, Inc., they ran a regular trade route between Hodge and Sibbage in the Thoez Ennt subsector. The business became quite successful and by 1048 was doing business in all corners of the subsector.

In 1051, Ansley Barnett, son of Anson, took charge of the company. He saw the need for a large freight line to serve other areas of the sector. Ansley decided to take the risk and developed an Expanses-wide corporation. With the backing of several noble families from Galiano/Jayna, he changed the name of the business to Greater Traders and had his fleet of ships vastly increased. After only breaking even during the next several years, he finally began to show a profit in 1062. By 1080, the Greater

Traders had become one of the most important corporations in the Old Expanses and is performing a vital role in keeping a healthy sector economy. Greater Trader ships are generally 200 and 400 tons and can be seen nearly everywhere in the Old Expanses.

**Hell/So Skire:** See Hell.

**Hell:** "Hell" is an Imperial prison located on the planet well isolated within the vast deserts encompassing all of the waterless planet's surface.

Hell's orbit keeps the planet very close to its parent star, producing a constant inferno-like atmosphere. Temperatures remain near a constant 140 degrees Fahrenheit as violent sandstorms circle the planet.

The prison has a tough reputation dating back to its establishment in 993. The complex and its adjoining labor camps once held thousands of rebel prisoners during the Solomani Rim War. Prison officials are proud of their no-escape record, which still remains intact to this day. Hell is one of the cruelist prisons operating within the Imperium and is reserved for some 10,000 of the most troublesome criminals — and political prisoners — known. A life sentence on Hell can replace a death sentence for some, although the latter may be more desirable.

**Imperial Ministry of Justice Special Branch:** The JSB is the most elite security force in existence and is one of the best trained para-military organizations ever.

Under the JSB doctrine of 850, six divisions (Field Enforcement, Counter Insurgency, Investigative Research, Intelligence Recon, Imperial Security and Special Security) are set up under three offices (Investigative, Intelligence and Security), with one central authority. Director Daranth En La supervises operations from the JSB headquarters in the Ministry of Justice Building on Capital/Core. Each office handles a unique aspect of JSB security and has a district command post in every sector of the Imperium.

The total manpower of the JSB is at most 610,000. JSB concentration of forces, usually in the form of the military-operated Elite Strike Forces, is strongest in the trouble areas of the Imperium (currently in the trailing region near the Solomani Sphere and in the Spinward Marches).

**Naval Armaments Systems, Inc.:** NAS is a small, but reputable, company located on the TL-15 world of Sarid/Sarid, producing mainly laser and missile weapons for the Imperial Navy. Recently, however, they have begun to expand their operations in order to start building large meson guns and particle accelerators.

Naval Armaments' recent MK 17 pulse laser was their first and last attempt at marketing a civilian product. All were found to be defective in the cooling system and exploded after prolonged use. The subsequent recall cost the company a great deal of money and, more importantly, it placed a dark blemish on their spotless record.

Notable contracts include the lasers for the Tral Wolf Class Light Cruiser, the missile defense system for the Marent Heavy Cruiser and, more recently, the lasers for the Emperor's Pride Class HBC Cleon of Sylea.

The company was founded in 991 by the Olthwaite family of Sarid. Stock ownership is divided as follows: Olthwaite family — 50%; public shares — 30%; Duke of Galiano — 20%.



**Pirate Corsair:** See the Starship Files section.

**Pirate's Haven:** In recent years, Pirate's Haven has become a growing trouble spot for merchant shipping in the Old Expanses. The frequency of pirate attacks on Imperial lines from Core to the Solomani Sphere are a vital concern related to this phenomenon.

The Haven itself is a region encompassing six parsecs and two planets (Saloga and Spires, which is an interdicted Red Zone) in the Sarid subsector. The area is controlled by a loose organization of pirate captains who have banded together for more effective operations. Pirate's Haven provides pirate ships with 11 gas giants where fuel can be skimmed without fear of governmental harassment.

Up to this time, official actions against Pirate's Haven have been ineffective.

**Solomani Parties:** Political organizations having very little influence on all but a few planets in the Old Expanses. Historically, the Solomani Party held much power in the Solomani Sphere regions of the Expanses. Now, the name is used by many political parties, even by some parties that are not specifically Solomani.

A unified Solomani Party has not existed for many years and there is almost no Solomani Party influencing above the system level. A vast majority of Solomani Party activity takes place at the local, planetary or system level. There are many separate Solomani Parties, all more or less cooperating on different worlds.

Very few multi-planet Solomani movements exist, as the Imperium is not influenced by party politicking, while local worlds may be if their governments and law levels are appropriate. In the Expanses, especially outside Imperial borders, Solomani Parties have a somewhat greater affect.

Although denied by the Solomani Parties, there is evidence that funds from the legal political organizations are channelled to both local unrest and out of subsector to fund other activities of a more openly rebellious nature.

Notable planets in the Old Expanses where independent Solomani Parties are in power are Vras/Nicosia, Khan/So Skire, Patuxtant/So Skire and Bordelon/So Skire, where Patuxtant administers the government.

**Solomani Rebels:** Local activity by Solomani activists in the Old Expanses, especially along the Imperial border, is of two types: local, legal political activity by the Solomani Parties, and local, illegal activity by terrorist groups, mercenary forces, urban guerillas and other extra-legal groups, all in the name of Solomani superiority.

This is not to say that there is a general class or race struggle between the Vilani and the Solomani. The majority of the Solomani within the Imperium are law-abiding, loyal citizens. Indeed, much of the ruling power is held by citizenry of Solomani ancestry, but not as Solomani; they are citizens. The Solomani/Imperium controversy should not be characterized as Solomani versus Vilani. A great majority of the old hostilities have ceased. Only along the border between the Imperium and the Solomani Sphere is the rebellion active.

**So Skire Subsector:** See the Star Atlas section.

**Troyden Massacre:** Atrocity of 1103, when the 2,000-ton passenger liner Troyden was discovered drifting in the Hoff/Sarid system. The entire crew and passenger complement of 73 had been brutally slaughtered, pre-

sumably by pirates operating out of Pirate's Haven.

No one has ever been apprehended in connection with the murders, even after a lengthy investigation by the Ministry of Justice. Excellere Express, the ship's operator, has attacked the integrity of the Ministry of Justice by charging that they had a difficult time bringing about the ultimately ineffective investigation.

Some Imperial officials have blamed radical Solomani rebels for the attack.



# Referee's Notes

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## STARSHIP ENCOUNTERS

Aside from the standard starship encounter tables covered in Book 2, the referee may want to add additional encounters to provide more depth to the adventure. However, the more ships encountered, the longer it takes to play the adventure.

Because the players are assuming the role of pirates, they may wish to indulge in further illegal activities, aside from stealing the fighter. Many of these activities will probably come in the form of attacks on shipping. The referee can control the number of merchant vessels attacked by controlling the number of commercial vessels encountered. He may also wish to make the attacks adventures themselves by creating intriguing circumstances or situations.

It is up to the referee to decide how much detail goes into determining the outcome of space battles. Book 2, both editions of **High Guard** and **May-day** are all suitable systems of starship combat.

Supplement 7, **Traders and Gunboats**, provides a very detailed set of starship encounter tables, as well as deck plans for many of the more common ship designs. Detailed deck plans, of some not so common ships, are available from FASA.

Specific ships may also be encountered (at the referee's discretion) at certain planets in the So Skire subsector: possibly an AK Mercenary cruiser at Schotz or the task force at Barlow. Throughout most of the Old Expanses, there is also a great chance of encountering larger merchant ships from the Royal Star Lines and Greater Traders.

## REMOVING THE FIGHTER

After arriving on Tama, there is a one-week time limit for the pirates to steal the fighter. After one week, the fighter will be transported, under heavy guard, to the production facility on L'steich/Sarid. And, even if the pirates could steal the fighter enroute, it would be too late to be of any use to Stone Dockyards.

Security is tighter than usual, though surprisingly inadequate for the job of guarding the new fighter. Although the base's location isn't a secret, its existence isn't exactly advertised. No trouble is expected while the fighter is at Tama.

Because, for some unexplained reason, a request for four Grav Gun Platforms was never received by either the DDD&S main office or the Imperial Navy, the security team at the test facility has to resort to using a pair of helicopters. These were purchased in haste from the Tama military and are being used as temporary replacements until the Gun Platforms arrive.

It is up to the players to decide how they will go about getting into the base and removing the fighter. The referee should review the players' plan and give them a better chance for success if it is well thought out.

The success or failure of the mission basically depends on whether or

not the players can quickly locate the fighter, hold off the security forces and get the fighter flying.

**To Launch the Fighter:** Ship's Boat or Pilot skill is required to fly the fighter.

Once the pilot gets in the cockpit, one minute of preparation will be needed to get the fighter ready to fly if it is fully fueled. A roll of 7+ indicates that the fighter is provisioned with fuel. Otherwise, six minutes are required to refuel it with equipment available in the hangar.

Three-hundred meters is the minimum distance the fighter needs to take off. While at the test facility, no missiles are installed on the fighter, although the fusion gun is operative.

**Reactions:** The personnel at the facility will react distinctly to specific situations. Anyone working at the test facility will not reply to questions asked about the facility. All are considerably loyal and will act hostilely toward bribery attempts, but everyone has his price (Bribery-4 or better to have any possibility of success). Kidnapping and torture are also alternatives.

The security groups at the test center are well-trained and have high morale. They will fight furiously, especially if one of their own is killed and they find out.

After surprise is lost, it will be 5 minutes before the entire base is alerted to what is going on.

The technicians, mechanics and administrators have no access to firearms and will always run away from any hostile situations. In contrast, the director of the facility will become quite fanatical, charging the pirates head-on with body pistol in hand.

"Any unauthorized individual in the facility who cannot immediately identify his intentions will be fired upon," reads the warning sign posted at many locations around the perimeter. It is completely true.

Any vehicle which passes over the facility will be given one warning to leave the area. The second time, the two helicopters will give chase and attempt to shoot the intruder down.

It is up to the referee to provide combat decisions for all nonplayer characters.

**Notes:** 1) Tall grass covers the landscape outside the facility. This provides ideal cover for anyone who wishes to observe procedures taking place at the facility. Special care, however, must be taken when the perimeter patrol comes around, or else the observers will be seen and possibly detained for questioning.

After one day's observation, most players should be able to determine security and testing procedures followed on a regular basis, which can be found on the duty schedule shown elsewhere.

Players should use some type of binocular to fully see all that goes on, preferably something with night-vision capability to help avoid detection. Orbital observations would only help in determining when the fighter is out of the hangar.

2) All buildings at the facility are constructed of white brick around steel frames. They are well-lit at night, when all doors and gates are securely locked.

3) If the pirates are delayed, or stay to finish their fire-fight, in 30 minutes five Air/Rafts will arrive from the DDD&S security office at the starport. In each will be four SMG-armed troops with cloth armor. They will come in from the south.

**Gunboat Ambush:** When the pirates go to refuel at the gas giant, or are on their way to jump, a TL-12, Imperial Navy, 400-ton System Defense Boat will have been alerted to the pirates' presence. It will attack the corsair immediately and, if possible, disable the corsair because they do not wish to damage the fighter that is being carried in the ship's hold.

A complete description and deck plans of the System Defense Boat can be found in Supplement 7, **Traders and Gunboats**.

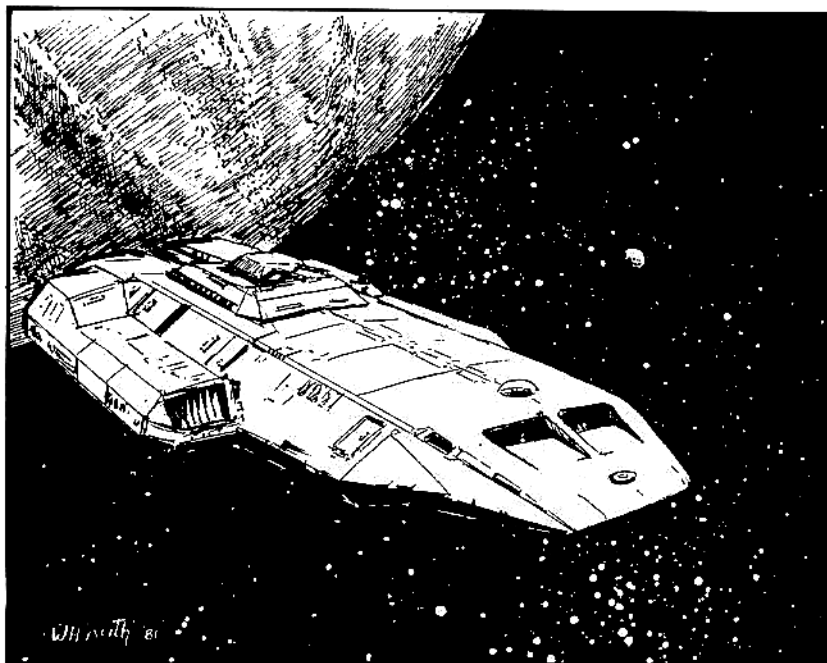
#### High Guard 2nd edition Statistics:

#### TYPE SB SYSTEM DEFENSE BOAT

SB-98522 Protector SB-41069E2-900000-40003-0 MCr777.54 400 tons

batteries bearing	1	1
batteries	1	1

Crew = 10. TL = 12. Passengers = 0. Cargo = 27. Fuel = 36. EP = 36. Agility = 6.



## CONTACTING THE REBELS

The starport at Bordelon is nothing more than a small plateau. Greeting the pirates as they land is an armed squad of rebels in combat fatigues. They are accompanied by a representative of the local Solomani Party from Patuxtant.

The first to approach the pirates is a representative from Stone Dockyards. As soon as the fighter is unloaded, he will pay the pirate captain the remaining Cr6 million. The entire group will then drive off towards a mountain rising up from the barren landscape.

## RUNNING THE ADVENTURE

To run smoothly and properly the referee is provided with a detailed checklist outlining the entire plot and desired outcomes of the events. The referee should feel free to change, within reason, any parts of the adventure.

### Referee's Checklist:

1. Read thoroughly the entire adventure before beginning, including rumors, library data and pertinent information contained in other sections of this publication.
2. State the situation background for the players' benefit. Show the map of the So Skire subsector.
3. Explain the ship type, modifications and contents of the ship's locker.
4. Allow 10 to 15 minutes for players to purchase equipment. Almost anything in any book, supplement or adventure should be available. Cost will exclude most larger or unreasonable items.
5. Read to the players any library data that is determined to be general knowledge.
6. Read to the players Mission Data. Show them the fighter and facility layout illustrations.
7. The players must now decide upon their initial course of action.
8. Administer planetary/starship encounters and planetary rumors as the characters travel. (Remember to calculate ship operation costs.)
9. Administer specific rumors when players reach Tama.
10. Allow observation and scouting of test facility. Show illustration 4.
11. The players must now work out a plan to get the fighter and bring it to their ship. The referee should review the plan to get a general idea of how logical/practical it is, which will generally determine success or failure of the mission.
12. Players must attempt to remove the fighter. Administer reactions of the facility security personnel.
13. Determine the outcome of attempt. (Another attempt may or may not be possible depending upon new, if any, security measures taken.)
14. Determine outcome of encounter with naval gunboat. Show players illustration 5.
15. Administer starship/planetary encounters as players travel to Bordelon. (News of the theft will travel ahead of the characters by express boat, but most large naval vessels are grouping in the task force.)

16. Administer encounter/reaction of rebels at Bordelon starport. A representative of Stone Dockyards and the Solomani leader are there expecting the players' arrival. When the fighter is turned over, the balance of the Cr12 million will be paid. (A less generous referee may want to add more challenge to the adventure or else simply reduce the amount of the cash payment.)
17. Allow possibilities for continuing play of this adventure, or continue the overall campaign.

## CONTINUING PLAY

Aside from just having the players continue to be pirates, several variations in the adventure can be implemented by the referee.

For example, have two fighters at the facility, making it possible for the players to steal the wrong one. The fighter may also be in a different hangar than expected.

The characters may run into extra security personnel on watch or have to fight off reinforcements while attempting to get the fighter airborne.

Another possibility is to have either Stone Dockyards or the rebels try to double cross or kill the pirates.

Maybe the JSB has conducted a strike against the rebels just before the players arrived or, even better, while they are there.

The pirates could be pursued by any number of groups: a shipping line (Greater Traders) that has a price on the head of pirates who have raided them once too often; the JSB in an Intelligence Cruiser; the Imperial Navy; or even the AK mercenaries.

To continue a campaign, it is conceivable to have the players be contracted to do more work for Stone Dockyards and the Solomani Rebels if the characters were successful.

If the pirates choose to go back to Pirate's Haven, they may get caught in the middle of a naval strike.

Situations may also be created from some of the planetary rumors.

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# Pirate Corsair

The major source of income for pirates is the raiding of merchant and passenger ships as they travel in and out of star systems. To do this effectively, pirates use specially designed or modified ships, the most common of which is referred to as the corsair.

Many of the new corsairs are provided after modification of a stolen vessel. Others are specially built at less-than-reputable shipyards.

The **Iron Fist Class Corsair** is a Type P, based on the 400-ton hull. Other ships in the class are the **Iron Hand**, the **Iron Grasp**, the **Iron Grip** and the **Clenched Fist**.

The corsair presented here is designed by Book 2 and is based on the corsair description in Supplement 4, **Citizens of the Imperium**. The following passage is adapted from pages 14 and 15 of that **Traveller** supplement, with the modifications standard for the **Iron Fist Class** inserted in place of the original specifications.

**"Corsair (Type P):** Based on the type 400 hull, the corsair is fitted out with jump drive-D, maneuver drive-F and power plant-F, giving it capability for jump-2 and 3G acceleration. A Model/2 computer is installed, and contains a standard software package (Jump 1, Jump 2, Maneuver, Target and Library). Most important to this ship are the three triple turrets, each with three beam lasers. Ten staterooms serve as quarters for the crew (pilot, navigator, three engineers and assorted thugs and cutthroats numbering up to five more); twenty low berths are available for emergency use, or to hold captives. The ship has limited streamlining and can refuel by skimming a gas giant. There is a Grav APC on-board in a fitted compartment in the cargo bay. Fuel capacity is 120 tons and cargo capacity is 160 tons (a 150-ton, two-deck bay and a ten-ton hold).

Notable features on the corsair are large cargo doors and variable identification features. The large clamshell doors can open to reveal the entire bay; allowing the ship to accept a 100-ton ship into its cargo bay. With several centrally controlled identification features the shape and configuration of the ship can be altered at a moment's notice; fins retract or extend, modules appear or disappear, and radio emissions alter frequency and content. The Corsair's transponders can be altered to identify the vessel as having any of a variety of missions and identities.

The approximate value of the corsair is MCr180, but this price would be difficult to obtain on the open market, as the ship is of a non-commercial type, and its lineage and paperwork are of uncertain origin. It could probably bring about one-quarter its value."

## STARSHIP FILES



# Pirate Corsair

## HIGH GUARD 2 STATISTICS

### TYPE P PIRATE CORSAIR

MR-0000 Iron Hand MR-4423321-0000000-40000-0 MCr180 400 tons

batteries bearing	3	Crew = 8. TL = 15.
batteries	3	Book 2 design

Passengers = 2. Low = 20. Cargo = 160. Fuel = 120. EP = 12. Agility = 0.

### IRON FIST

**Tonnage:** 400 tons (standard). 5600 cubic meters.

**Dimensions:** Maximum — 42.75 meters long by 28.5 meters wide by 10.5 meters high.

**Crew:** Five to eight. Pilot, navigator, three engineers, plus three gunners. Total of ten staterooms.

**Performance:** 3G acceleration. Jump-2. Power plant-3.

**Range:** Eight weeks maneuver. One jump-2 or two jump-1. Three months.

**Electronics:** Model/2 computer. Automatic safety interlocks.

**Gravitics:** Adjustable from 0 to 2.5G floor field. Inertial compensators.

**Armament:** Three triple turrets. 9 beam lasers installed. Port, ventral and starboard.

**Ship's Vehicles:** One Grav APC in fitted compartment inside bay. Has capability to make planetary landings.

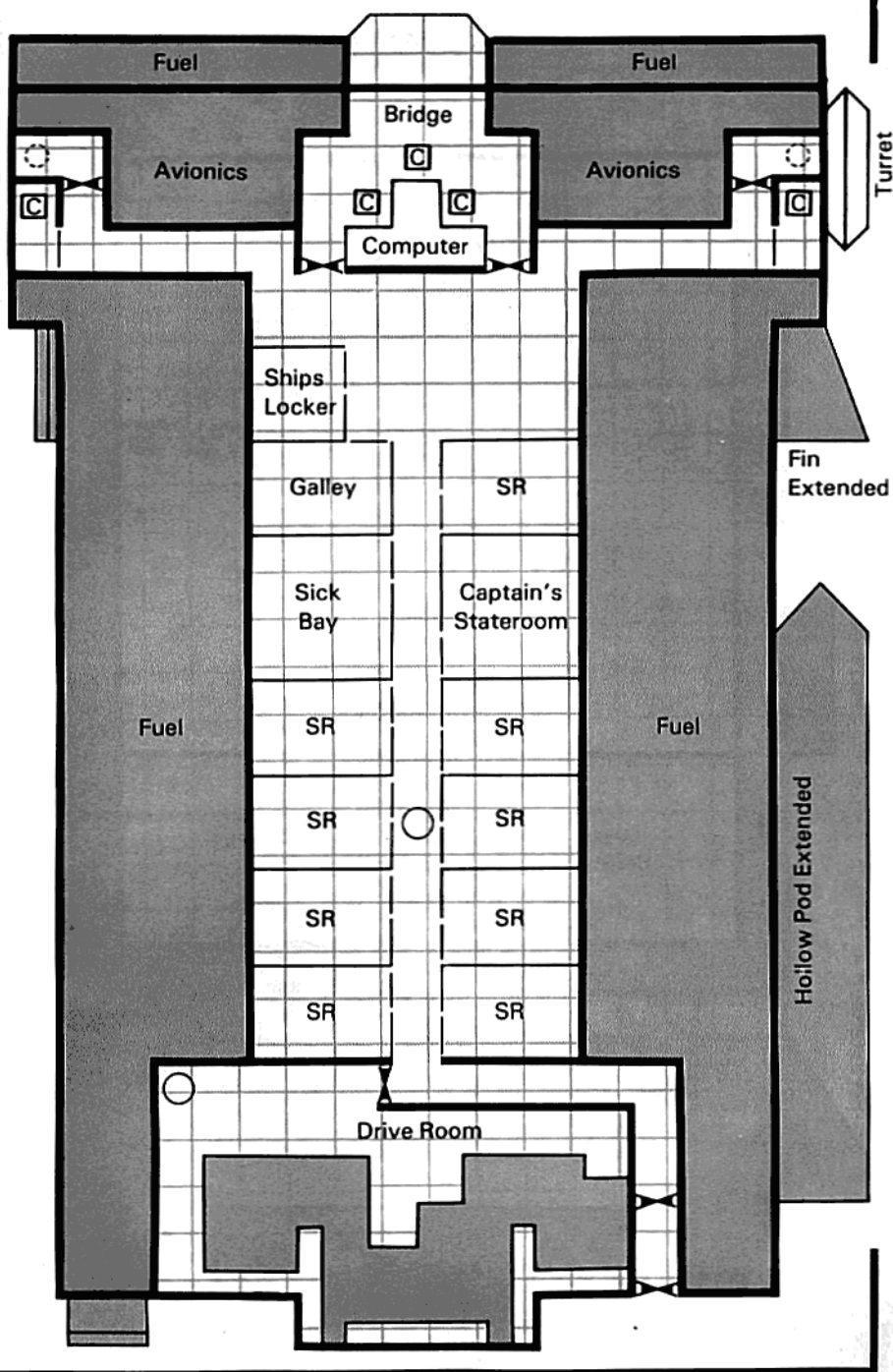
**Special Features:** Retractable fins and modules alter appearance and configuration. Variable markings and transponders alter identity. Fuel scoops and partial streamlining to allow skimming of gas giants.



Chair

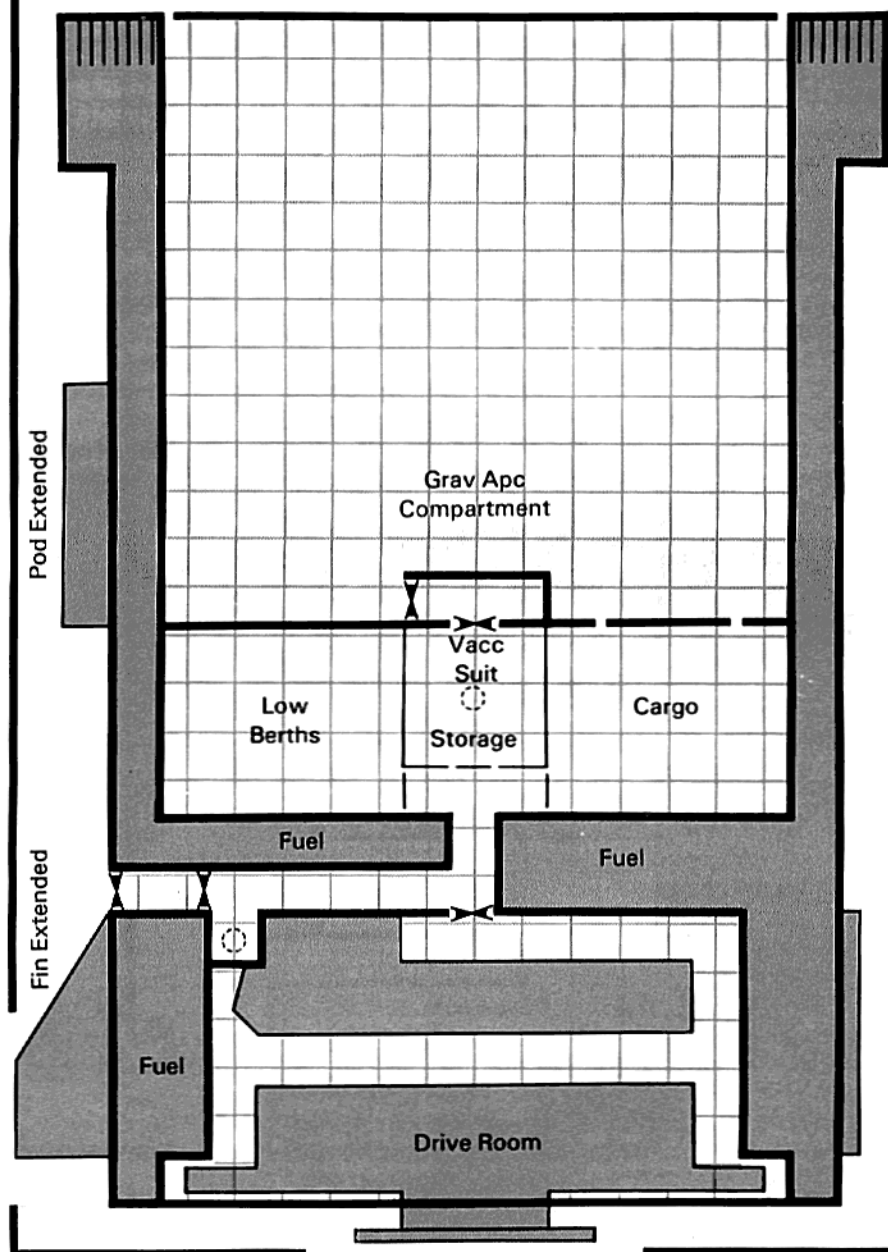
UPPER DECK

1.5m



1.5m

# LOWER DECK



# Grav Apc

## GRAV APC

**NAME:** Numerical designation only. M101-A1

**MANUFACTURER:** Transportation Mechanizations, Ltd.

**TYPE:** Armored Personnel Carrier

**TECH LEVEL:** 12

**BASE PRICE:** Cr950,000

**CREW:** 2 + 10

**WEIGHTS:** Empty — 5 tons  
Loaded — 10 tons

**DIMENSIONS:** Length — 4.75 meters

Width — 2.48 meters

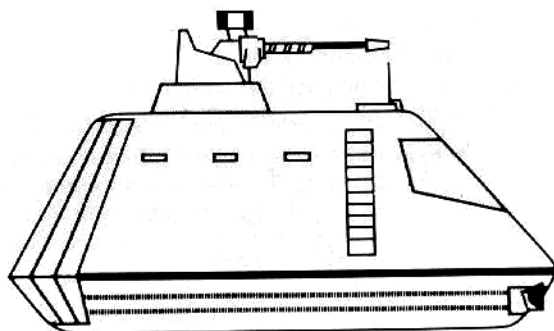
Height — 3.10 meters

**PERFORMANCE:** Maximum Speed — 900 kph

Cruising Speed — 500 kph

Range — Unlimited

Armament — One turret mounted VRF Gauss Gun



## IN TRANSIT

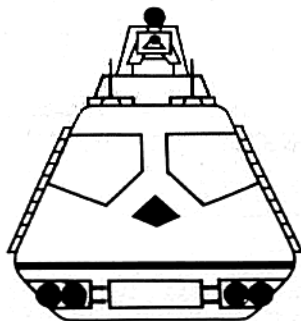
# Grav Apc

The M101-A1 was designed by TransMech with modern military needs in mind, and is very popular with organized mercenary groups. It is powered by four independent anti-grav units and is capable of prolonged atmospheric, as well as limited orbital flight. Its heavy armor plating gives adequate protection against most weapons, including high explosive armor-piercing and armor-piercing discarding sabot rounds. The hull interior is fully pressurized and gives complete, although temporary protection from NBC (nuclear-biological-chemical) warfare conditions.

The armament of the M101-A1 consists of a very effective VRF Gauss Gun equipped with integral battlefield sights and a laser rangefinder. However, one serious problem arises when the co-pilot/gunner must expose himself to enemy fire due to the weapon's exterior, top-mounted turret. The turret cowling itself does provide some protection to the gunner, (-4 DM to all incoming fire), and the entire turret can traverse a full 360°, with an elevation of +55° and a depression of -21°. 3,000 rounds are carried in the vehicle's interior ammunition bay.

This Grav APC is capable of carrying a ten man squad, with full combat gear, in addition to its standard two-man crew. The pilot and co-pilot/gunner both have their own roof hatches in the vehicle's forward compartment, while large clamshell doors in the rear provide quick entry and exit for the troops. Six firing ports are also installed, but they immediately break the pressure seal when used.

The basic design has been modified for a wide range of purposes. The cargo carrier and ambulance are the most often seen. A more expensive variant is provided with additional radar and communications equipment and serves as a mobile command post. All versions allow the optional installation of a chin turret with no affect on basic performance characteristics.



## IN TRANSIT

# AH-15 Aggressor Attack Helicopter

**Name:** AH-15 Aggressor

**Type:** attack helicopter

**Manufacturer:** Klefstadt Engineering

**Tech Level:** 9

**Price:** Cr225,000

**Crew:** 2 (pilot and weapons operator)

**Powerplant:** one turbo-shaft fossil-fueled engine

**Avionics:** one chin-turret-mounted RAM Auto-GL with two 20-round drums; two Auto-Cannons each with one 200-round drum; each of the four wing hardpoints can carry either one ASM-35H missile or one LMG pod with 200 rounds

**Dimensions:** Span — 12m

Length — 13m

Height — 4m

**Weights:** Empty — 2,000 kg

Maximum Combat Loaded — 3,000 kg

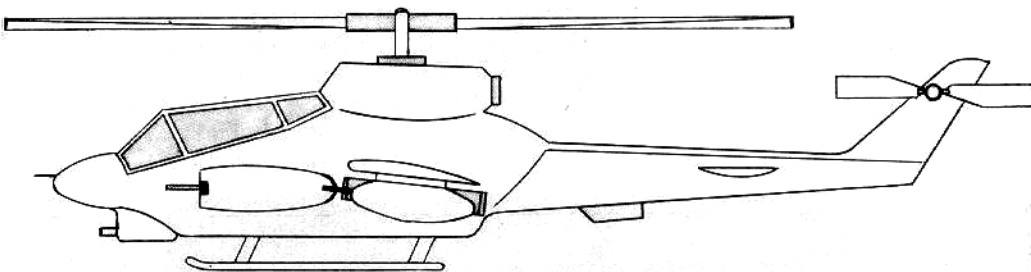
**Performance:** Speed at Maximum Weight — 450 kph

Range — 700 km

The AH-15 Aggressor is an all-weather helicopter designed specifically to fill the anti-armor and anti-personnel assault roles.

Constructed of lightweight materials, the Aggressor has extra armor protection around the engine and fully-pressurized cockpit areas. Two fixed metal-alloy skids serve as landing gear in most terrain. Twin titanium-alloy cantilever main rotors provide lift while a two-blade tail rotor stabilizes flight.

Target acquisition consists of a laser rangefinder/target designator and IR/LI camera-optics linked to the weapons operator's display and integral controls. The pilot, in addition to his flight duties, operates the communication gear. The weapons operator navigates and tracks possible targets under normal conditions. During a strike he selects and designates targets, then selects and fires the weaponry.



# AH-15 Aggressor Attack Helicopter

A typical anti-armor assault weapons load would consist of 40 HEAP grenades, 400 Discarding Sabot Auto-Cannon rounds and four ASM-35H missiles. Standard armament for an anti-personnel mission would be 40 flechette grenades, 400 HE Auto-Cannon rounds and four LMG pods.

**Name:** ASM-35H Arrow

**Type:** air-launched anti-armor missile

**Manufacturer:** Klefstadt Engineering

**Tech Level:** 9

**Price:** Cr2,000

**Guidance:** Laser

**Propulsion:** solid fuel booster

**Warhead:** high explosive armor-piercing shaped-charge

**Weight:** 10 kg

**Performance:** Speed — Mach 2

Minimum Range — armed at 251m (very long)

Maximum Range — burn-out at 10 km

(can be fired and reach maximum range in a single combat round)

## ANTI-ARMOR MISSILE COMBAT

**To Hit:** 8+

**Modifiers:** DM -1 per target's TL above missile's TL

DM + 1 per target's TL below missile's TL

DM + 1 against MBT (Main Battle Tank class armor)

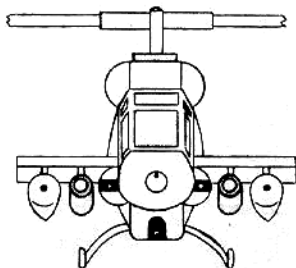
DM + 2 against Lt. Tank (Light Tank class armor)

DM + 3 against APC (Armored Personnel Carrier class armor)

DM + 4 against Scout Vehicle (very light armor class)

**Note:** "armor class" refers to any armor comparable to that type of vehicle's standard armor design and protection.

**Effects:** If hit, the target is considered destroyed.



## IN TRANSIT

# MARC MILLER INTERVIEW

Marc Miller is the creator and the mind behind Traveller at Game Designers' Workshop. Born on August 29, 1947 in Annapolis, Maryland, he now resides in Normal, Illinois. He has a bachelor's degree in sociology from the University of Illinois, 1969. Miller spent a year in Vietnam, with the 23rd Division, and is currently a Captain in the United States Army Reserve, Air Defense Branch, with experience in such weapons systems as the Vulcan and Chaparral.

Marc has taught simulations and history at the college level, but now devotes most of his time to Traveller. He feels that, in effect, he has done nothing of any major importance, other than gaming, since he got out of the army. His major interests include mostly science fiction, history, and militaria.

**Craig Johnson:** How did you get started in gaming?

**Marc Miller:** Well, first of all, when I was in high school, I bought a copy of D-Day. This would have been in 1962. I took it over to a friend's house one afternoon and tried to set it up and play it. I really wanted to play it, but it didn't work. I couldn't understand it; neither of us could. So, that game sat up on the shelf forever.

**CJ:** That sounds familiar.

**MM:** In '72, after I got out of the Army, I came here to Illinois State University and I almost by chance encountered the games club. The games club had a policy where if you didn't know how to play games, they would set up an appointment with somebody who did, and he would play a game with you; not in a club room or anything, but in his office or apartment or whatever. So I played France '40, with a geography professor no less. They had somebody sitting across the table from you, explaining how the rules work. If you're any kind of smart person, you can understand it. That was in October, by December I had designed Triplanetary, and by January I was working for the University designing games for them. So, once I knew how to play games, it was easy to get into designing them. It just flowed very quickly.

**CJ:** How did you get started with GDW?

**MM:** I was working for the University, in fact. Frank Chadwick, Rich Banner, and I were working for something called SIMRAD, that's Simulation Research Analysis and Design, I was head designer for that project. Its purpose was primarily to produce games to specification for instruction in the classroom. An instructor would come in and say, "I want a game of the diplomacy prior to World War One," or "I

## SPECIAL FEATURE



want a game of the forestry situation in the American Northwest," gave us information, and then we would turn it into a game the class would use. I worked there for over a year. But funding was cut, or we saw funding was going to be cut, and we also saw that there was some potential to do this sort of thing in the commercial market. And so we were also designing our own games, we designed such things as Chaco and published them commercially. By the time funding was cut for SIMRAD, the company was doing well enough that we could at least continue. We were producing say, three, four, five games a year at that time. We published our first game in July of 1973, and by July of 1975 the company was viable enough that we were working full time.

CJ: What is your favorite game, for playability, or whatever?

MM: You really have to split that into two categories: historical and science fiction. You have to remember that from 1972 until 1977, I designed one science fiction game and 20 historical games. So, we have different areas. Historical games for playability, one of my favorite games is Chaco. I designed it, and I think that prejudices me a little bit, but I think it's a lot of fun to play. Of my own science fiction games for playability (and I won't mention Traveller because I love to play Traveller all the time) Imperium by myself, and Stellar Conquest, by Metagaming.

CJ: It seems as though you prefer politically oriented games.

MM: I think that one of the problems is that a tactical level game, especially in science fiction, means very little. It's just random rules put together to make something happen. Mayday gains from that. If there were no Traveller, Mayday would not be a very popular game. But, because there is a Traveller, Mayday means a lot when you actually look at what the counters are, and what it means and how it's played. The rules continue to deal with the same things Traveller does. Warpwar, for example, or any other small tactical games (I think Vector 3 from SPI) really have no greater history around them that helps you understand what the game is.

CJ: It appears that they feel like making a game, but instead of using real vehicles, they just make them up.

MM: I think you hit it right on the nose there. Anybody can put together a bunch of rules on how to do something. The problem is, can he put together a bunch of rules that mean something in some greater context? Vector 3, for example, doesn't do that. Warpwar tries to, and as far as it gets, succeeds. But Warpwar seems to have so much more potential, but it's not there. It hasn't been done is the basic problem.

There is an important concept in game design. I think the fact that I designed 20 historical games, and had to make them fit what history said, means that Traveller and all other science fiction games I've designed are done in that same approach. Not, "Here's a rule; what does it mean?" but, "Here is a greater idea of what the future is going to be like. What rules do I need to fit that?" I have to write rules to fit the future history rather than make up the history after the game is designed. Many designers fall into that problem.

CJ: When did you get your first ideas about **Traveller** and when did you begin formulating them?

MM: I have to admit that I've played **Dungeons and Dragons**. When **Dungeons and Dragons** first came to **Game Designers' Workshop**, (and it came here early) we had a lot of fun playing a lot of campaigns in **D&D**. They were group campaigns rather than into a dungeon. We had worlds and maps and we had many different things in coherent universes and campaigns and good adventures in **Dungeons and Dragons**.

Finally we put a moratorium on playing **Dungeons and Dragons** because people weren't doing enough work in the office. In late '76, I said to myself and then everyone else, well, first of all, we had already done a role-playing game called **En-Garde**, Three Musketeers era, sort of in France. So we had one role-playing game we'd already published. And I said to myself, and then to others, "I want to do a science fiction role-playing game", and they said, "all right, let's see it". And I put together the basics, and this would have been in late 1976. This amounted to the character generation system, personal combat system, starships, and space combat, and worlds and equipment, which is essentially what is in books one, two and three. We played several adventures with that. Not only did everyone enjoy it, but they thought it was a good-quality system. So I continued to design and develop and refine everything through early 1977 for publication in July of 1977. That's how it got started.

CJ: What books do you think influenced **Traveller**?

MM: There is a big long line of them of course. Any of the series that deal with reasonable future history I enjoy have influenced me. That would be the Nicky Van Rim (?), Poloca Technich League, (?) from Poul Anderson. Anson Flandry, well, that's part of the same universe. Commander Flandry of the Imperial Navy. Harry Harrison — The Stainless Steel Rat, Deathworld by Harry Harrison.

CJ: Basically these were from that contest from Supplement One.

MM: Yes. There's a reference to look further if you want. Virtually all of those have influenced me, because I tended to pick those for that contest from those that I felt familiar with and I felt fit in with the **Traveller** framework. Of course, it's the opposite: **Traveller** fits into their framework, because they were there before **Traveller** was.

CJ: I've noticed you haven't mentioned Clarke.

MM: My mistake; that's an omission rather than a deliberate oversight. Because I mentioned Clarke in **Spinward Marches** specifically. I talk about his concept that any sufficiently advanced technology is magic by lower technology. And I think that's an important concept. I try to avoid the use of magic in **Traveller** because it is fantasy instead of reality; the closest we get is psionics. And the only other way you can deal with it is with the idea of advanced technology. Magic will be magic if it's enough of a future technology that you can't understand it.

Some one has commented that the barbarians in Gaul thought the Romans were magic because the barbarians could never build a

bridge across a river that wouldn't fall down, and the Romans could do it in a day, and then they would take the bridge down when they were done. And the barbarians thought "that's magic". And of course, we sit here several tech levels saying, "I don't understand. How could that be magic? It's so simple".

CJ: How much information had you known about the Imperium at the time you were writing the basic rules?

MM: Very little.

CJ: Some of the things that are mentioned in early adventures are built on later. Had you planned it that way, or was that an after-thought?

MM: Some things that are mentioned early, say early in the adventures or the supplements, are later built on because they're there. Some of them I built on because they were part of an over-all campaign I was doing. For example the ancients that appear in the **Kinunir**: I fully intended to deal with them more later. They're dealt with in the course of adventures one, two, and three. They're shown only subtly in adventure one, just to catch your interest. They're dealt with just a bit more subtly in adventure two, and then finally we give some answers, although not enough answers, in adventure three.

CJ: In **Traveller** you can do just about anything.

MM: If you look closely you'll see that basic **Traveller** can be anybody's universe, you can do anything you want. Everything is built in such a way that you can buy a supplement and use it. For example, **Animal Encounters** can be used in any universe, **1001 Characters** can be used in any universe. If you want a pre-built universe, then you can buy **Spinward Marches** and start playing there. **Citizens of the Imperium** can be used anywhere. In fact many of these things can be used anywhere. I've seen such things as a published subsector and where it should fit. Then it replaces some other subsector that has already been generated, and they say "use this instead". It's a perfectly valid way of doing it, substitution. Many people don't want to play in a universe somebody else designed, they want to design their own universe, and that's fine. More power to them.

I also know that many people don't have time to generate an entire universe. This lets you play when you want to play when it comes in. There are a lot of people who are casual players, **Traveller** is not their entire substance. When they sit down, they can use adventures that have already been pregenerated for them and then they play it and then they're done, and they've had a good time. That's really what **Traveller's** all about: having a good time.

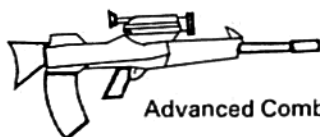
To Be Continued in Issue Three.

# BOOK FOUR SMALL ARMS

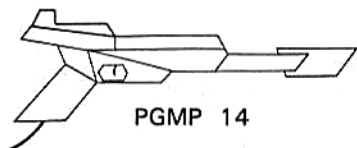
This issue contains the first of a two-part section on weapons from **Traveller Book 4, Mercenary**. Part one deals with small arms; the next part with infantry support weapons.

**Notes:**

1. The PGMP-13 and FGMP-14 are essentially the same in appearance.
2. These drawings are not to scale.
3. The snub pistol is basically a snub-nosed revolver.



Advanced Combat Rifle



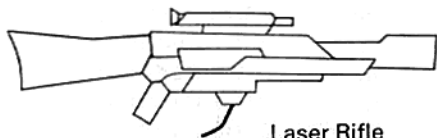
PGMP 14



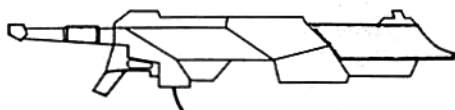
Assault Rifle



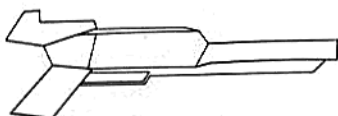
Gauss Rifle



Laser Rifle



PGMP 13  
or  
FGMP 14  
For Battle Dress



FGMP 15

## THE ARMORY

# SO SKIRE Subsector

NAME	STATISTICS	REMARKS	
So Skire	0102 E657843 1		G
Keghe	0103 D6B6258 8 S	Non-industrial	G
Ehart	0104 C348102 9	Non-industrial	G
Lamneth	0105 E2437A7 4	Poor	G
Poyzen	0106 C797202 5 S	Non-industrial	
Targa	0203 C577556 9	Agricultural, non-industrial	
Peart	0204 A565779 D N	Agricultural, rich, subsector capital, Imperial Way Station	G
Cobham	0205 A79A9D9 E S	Industrial, waterworld	G
Grenbard	0206 E322354 A	Non-industrial, poor	G
Cleland	0207 A7C8765 A S		G
Janazzo	0208 A354633 A S	Agricultural, non-industrial	G
Wrangell	0209 X666302 4	Non-industrial	R G
Dobbet	0210 B374999 8 S	Industrial	
Barlow	0304 C687577 8 S	Agricultural, non-industrial	G
Bonham	0306 E8968A9 3		
Schotz	0307 B546877 5 S		G
Burbelson	0308 D648566 3	Agricultural, non-industrial	G
Pohl	0401 C776699 3	Agricultural, non-industrial	G
Dunbar	0406 C453579 6 S	Non-industrial, poor	
Mitmos	0407 B434576 A S	Non-industrial	G
Pratt	0409 E877622 4	Agricultural, non-industrial	
Atkins	0502 BAAA964 D	Waterworld	G
Tama	0504 A867502 9	Agricultural, non-industrial	G
Khatru	0505 B548325 8	Non-industrial	G
Canzar	0507 C445555 7	Agricultural, non-industrial	G
Palin	0604 B330489 A	Non-industrial, poor, desert world	G
DiMeola	0606 B488221 7 N	Non-industrial	G
Hell	0607 B260332 7 S	Non-industrial, desert world, Imperial Prison	G
Patuxtant.	0610 A597745 9	Agricultural	A G
Valdost	0702 C693510 6	Non-industrial	G
Clarke	0703 C566788 7 S	Agricultural, rich	G
Bordelon.	0710 E341669 2	Non-industrial, poor	A
Salinos	0801 C97A867 8 S	Waterworld	G
Hjorts	0802 A553224 9 N	Non-industrial, poor	G
Wuss	0804 E787796 4	Agricultural, rich	G
Khan.	0809 C634778 9		A G
DiGriz.	0810 B689414 A	Non-industrial	A G

The So Skire subsector contains 37 worlds with a total population of 3.475 billion. The highest population level is 9 at Cobham, Dobbet, and Atkins; the highest tech level is E at Cobham.

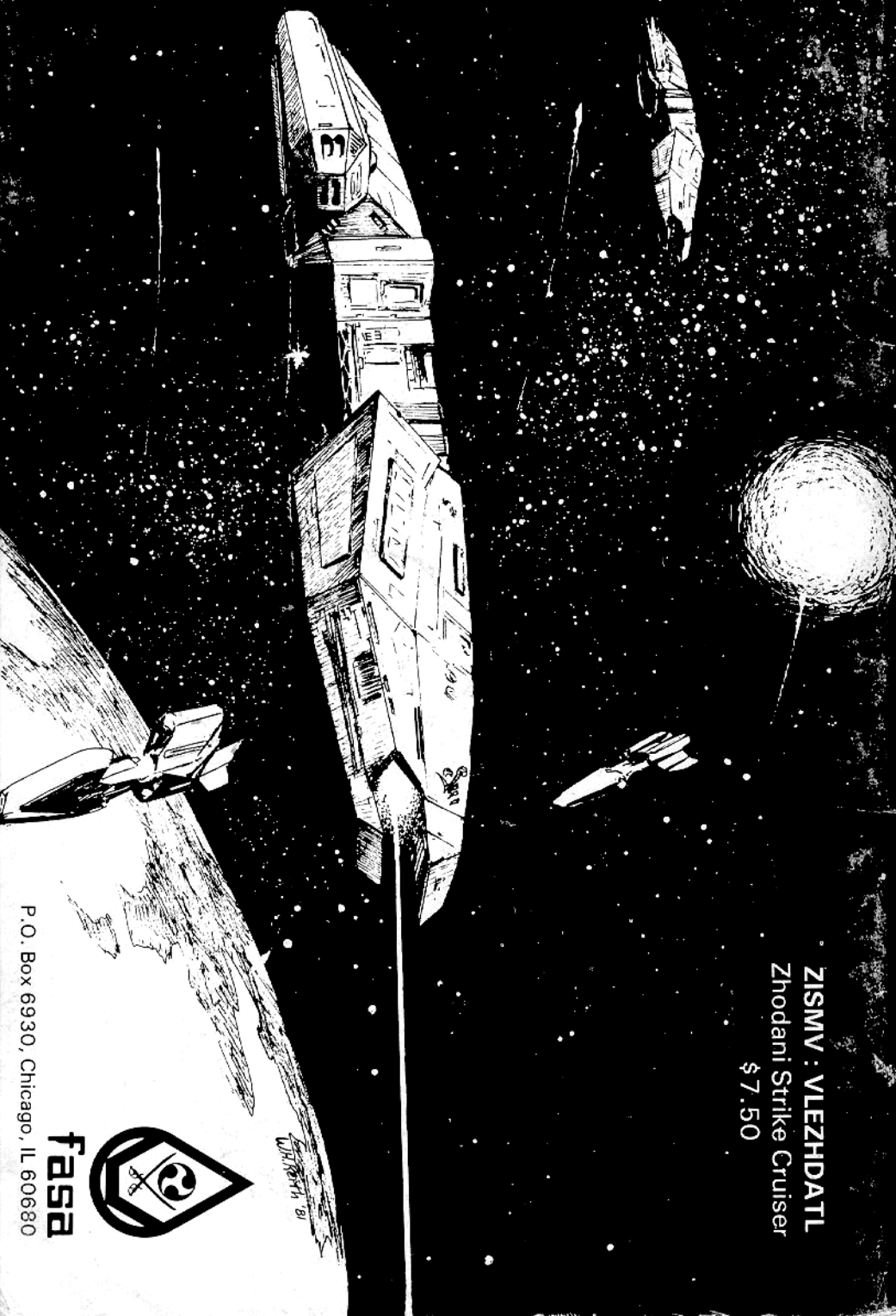
## STAR ATLAS

The map displays the Karse region with a hexagonal grid. Towns and locations are labeled as follows:

- Top Left:** So Skire, Keghe, Targa, Ehart, Lamneth, Poyzen, Grenbard, Cleland, Janazzo, Wrangell, Dobbet.
- Top Center:** Pohl, Atkins, Barlow, Peart, Cobham, Bonham, Dunbar, Schotz, Mitmos, Burelson, Pratt.
- Top Right:** Salinos, Valdost, Hjorts, Clarke, Tama, Palin, Khatru, DiMeola, Hell, Canzar.
- Bottom Left:** Dobbet.
- Bottom Center:** Patuxtant.
- Bottom Right:** Khan., Bordelon., DiGriz.

The map is divided into two regions by a curved line: **SARID** on the left and **BASCOJ** on the right. A shaded area is located near the bottom left, and several towns are circled in the bottom right.

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